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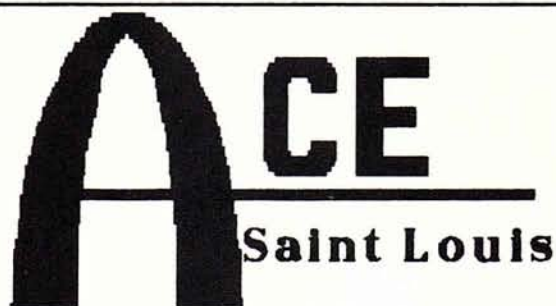
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Meeting schedule  
second half 1987  
July 1st \* Wed \* 7 PM  
August 5th \* Wed \* 7 PM  
September 5th \* Saturday \* 12 PM  
October 7th \* Wed \* 7 PM  
November 4th \* Wed \* 7 PM  
December 5th \* Saturday \* 12 PM

ACE-STL Officers 1987  
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## ***ACE-STL NEWSLINE***

**VOLUME 3  
ISSUE 7  
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***Next Month:***  
Certificate Maker  
First Cadd  
Mail Order Monsters

### ***July meetings***

July 6th Eastside Atari User Group meeting  
July 8th ST SIG meeting - Randalls  
July 13th GFA SIG meeting - Randalls  
July 21st MIDI SIG meeting - Greg Kopchak's



ACE-ST LOUIS

NEWSLINE

GUESS WHO'S  
COMING TO  
DINNER???

TOM HUDSON!





# Blake's Relevant Ramblings

## Starglider Strategies

After having several people ask me how I achieved my high score at Starglider (which I shall not divulge..lets just say it's "very high"), I decided to put my hints in print. Hopefully no one will actually beat MY high score, but have fun trying anyway!

### The Proper Attitude

To start with, we'll probably need to change your attitude toward events in the game; you'll need the "fighter pilot" attitude. When you barely escape death or damage, it is not LUCK. The concept of luck is for those without SKILL. Instead of viewing your feat as "luck", look at it as "skill". An attitude like this will teach you that no matter what, YOU are in control. Knowing that you have control and keeping a cool head at ALL times, no matter how difficult they seem, will allow you to think through a tough situation. Starglider may SEEM like a mindless "shoot 'em up" sometimes, but believe me, a solid strategy and the ability to THINK THROUGH a tough situation will allow you to really clean up.

### Strategies

These strategies for use in the game have been fine tuned after several (hundred) games of Starglider. Here's what you've been waiting for:

#### Juno Cannons

Juno Cannons can be an annoyance to even the best Starglider player, however, they have one basic weakness: they can't shoot low if you're close to them. The easiest way to obliterate a Juno Cannon is to land close to it's base (bottom) and blast away at the offending object.

#### Refueling

When refueling on levels higher than Level 2, keep one thing in mind: a stationary target is easier to hit. If you sit still while refueling (I do when I can get away with it) YOU will be the stationary target. Keep moving! A little practice will allow you to slide through a power grid at a speed that won't allow them to get a good lock on your ship, but will still allow you to refuel. On high levels don't try to refuel all at once, it may not be possible due to enemy fire. Another little "trick" that I use on higher levels is to find a power grid and clear out all the enemy installation around it, then when I need fuel I go back to that

one grid. Also, when refueling WATCH YOUR RADAR; if you see enemy fire headed in your direction, get out of there! On some of the higher levels you may find that the energy towers have been turned off; to turn the grid back on just shoot the towers (too many shots will turn it back off). One of the best common-sense hints I can give you is that on higher levels refuel often. Sometimes it may be necessary to refuel when you still have half your energy left. It can be a hassle, but it's better than being destroyed.

#### Docking

The only rule that I follow is that if my shields go below half, I dock the first chance I get.

#### Killing Krudd

Ah, the object of the game! Most of the time it's just a waiting game to kill him, but there are some strategies to invoke for a better shot at him. On levels greater than level 1, do not fly directly behind Krudd, as you'll be eating missiles when he fires at you. Fly either a little above or below and to one side of him. This will also keep him from firing constantly and allow you to sneak a missile into him (lasers are useless against him), and don't fire at him until it looks like you're almost right on him (this gives you a better chance of hitting him).

#### Scoring

To achieve a HIGH score, it's necessary to keep from mindlessly blasting at everything that moves (to an extent). Don't bother with the red blocks that fire lasers. Tanks can also be ignored for the most part (there will be situations that warrant their destruction). Walkers, Stompers, and Stargliders make nice targets and score well, so go after them. Krudd is the one you're after, though. Don't kill Krudd whenever he flies by, though. Since the game advances you a level for every 10,000 points scored, try to build up points close to 10,000 on each level, and THEN go after Krudd. That will result in a nice score relatively quickly. Well, those are some of my strategies. That should be enough to get you to the point that you can fine-tune your own strategies. Have fun with it. Who knows, maybe I'll have some competition now!

Blake Arnold (Delphi: 1BLAKE)



# TRACKMOUSE

## Making the Atari CX22 TrackBall into a Mouse Backup Unit

The following instructions explain how to modify an Atari trackball (model number CX22) to work like a mouse for the Atari ST (complete with left and right buttons).

To start with, if the instructions here are followed PROPERLY (and you don't fry a chip) it should work just fine, however, I make no claims as to the accuracy of this file, nor do I guarantee that this will work for you.

NOTE: This modification will NOT retain the original "trackball" or "joystick" modes of the ball.

WARNING: The following ONLY applies to the model CX22 trackball! The CX22 can usually be identified by its case (the case matches the 800XL series computer) which is dark brown on top with a white bottom. When in doubt, flip it over and look for a model number!

If you have the older Atari trackball (solid black case), don't dispare, there is also a text file on modifying it to work like a mouse. The file can be found in the Delphi Atari SIG if you need it (search with TRACK as a keyword in the ST database).

Things you'll need:

- \* An Atari trackball, model CX22 1 A Radio Shack joystick extension cable (part # 276-1978) 2 A low-wattage soldering iron (15 watt, or close to that) 3 A Volt-Ohm meter (you'll need to trace some wires) 4 About 2 feet of wire (small gauge will be easier to work with, such as the wire in the joystick cable)

Before we get into this, if you're not familiar with electronics or soldering to IC's, PLEASE have someone else do this for you. Also, DON'T trust the colors on the wires in the Radio Shack joystick extension cord! Every one that I buy is different (Radio Shack seems to use a random color coding... makes it tough on us guys), so you'll need to trace the wires to see what pin on the plug they go too (thats what the ohmmeter is for).

To open up the trackball, remove the 4 screws on the bottom of its "wings"; it still wont come apart after that because there are 2 friction-fit posts inside it (both near the center of the case, one at the top and the other at the bottom), pry it apart slowly and gently to avoid breaking them. Once you open up the trackball, remove the old joystick cable (it doesn't have all the wires we need). Now get your Radio Shack joystick cable and clip off the MALE end and discard it (the end with the metal

pins sticking out). In case you don't aren't familiar with the the pin numbers of the joystick cable (the Radio Shack cable doesn't have them numbered, either), here's the layout:

Looking at the JOYSTICK end of the cable (female end):

5 4 3 2 1      9 8 7 6

Strip about 6 inches of the outer jacket off to expose the individual wires (you'll need a little length to work with). The only pin we wont be using is pin 5, so trace it first, and clip off it's wire (now it's out of the way for good!). Next trace all the remaining wires to their plug pin numbers and write it down someplace.

Look at the IC's in the trackball. Find the one marked LM339 (it's a 14-pin IC sitting away from the other IC's, directly south of where the ball sits).

The IC's pins are numbered as follows (standard IC numbering): (looking at the top of the IC)

14 13 12 11 10 9 8      notch --. )

1 2 3 4 5 6 7

Make the following connections to it:

(Plug pin # to LM339 pin #) 1 - 2 2 - 13 - 14 4 - 13

Connect the following wires to the connector that the original joystick cable was plugged into (look on the PC board, the connector's pin 1 is numbered). (plug pin # to PC board connector pin #) 8 (ground) - pin 1 (closest to center of the case) 7 (+5 v) - pin 2 (to the left of pin 1)

Jump a lead from one connector of each fire-button pad (right and left pads) to pin 1 on the PC board connector (in other words, ground them).

Make the following connections to the other side of the fire-button pads (we're going to separate the right and left buttons).

(plug pin # to --- pad) 6 - left fire pad 9 - right fire pad

Now hook it up to the ST to make sure it works properly. Before you close it up I recommend that you strain-relieve the cord. The easiest way to do this is to tie a knot in the cord where it exits the case (this will keep it from being accidentally pulled out of the trackball). Close it up and you're done.

Special thanks to Norm Weinress for info on the LM339 pinouts.

-Blake Arnold (Delphi 1BLAKE)

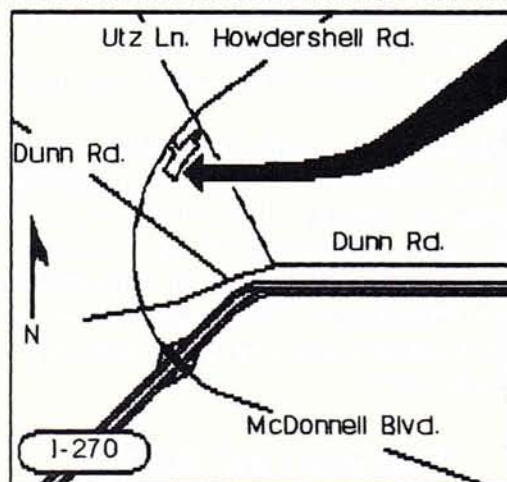
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# THE LITTLE GREEN FOOTBALL STADIUM

Charles F. Johnson

May 1987

Welcome to the Stadium! This is the place where I get to air all my uncensored opinions, slander the innocent, and generally lay waste to all the established principles of civilized journalism. The Little Green Football Stadium --- the world's first on-line gonzo column. But seriously, folks... I've been reading "Introduction to MIDI Programming" from Abacus. This is one of their latest books, and promises to help you "explore the infinite electronic musical capabilities of the ST". A closer examination reveals that the book was written by Len Dorfman and Dennis Young of Xlent Software...and at least half of it consists of the C source code for the "music-playing" section of ST Music Box, an Xlent product. There are some bits of valuable information scattered through this book, but... If you've read my review of ST Music Box in the March 87 issue of ST-Log, you know I was not overly fond of that program. (This is putting it very mildly.) Unfortunately, "Intro to MIDI Programming" is in the same league with ST Music Box. The bush league. This is one of the most un-readable computer books I've ever had the misfortune to encounter. D&Y's explanation of binary to decimal conversions has to be experienced to be believed. Here's an excerpt (totally out of context, of course):

See that the COMPARTMENT LOCATIONS range between 0 and 7. The COMPARTMENT VALUES either hold a 0 or 1. Note that if the COMPARTMENT VALUE is 0 the CONVERSION VALUE is ALWAYS 0. If the BIT COMPARTMENT VALUE holds a 1 the the (sic) DECIMAL CONVERSION value is determined by the BIT COMPARTMENT LOCATION.

Got that? Clear as a limpid pool, eh? All the capitalized words are straight from the text, as well. In fact, the whole book looks like that. (Except for the source code sections, which are even more confusing.) Trying to

learn MIDI programming from this book would be like trying to ski through a revolving door. It might be possible (although I doubt it) but it certainly wouldn't be very comfortable. Whatever valid information there is is presented haphazardly, with lots of capitalized words (always makes me feel like they're SHOUTING at me) and lots of words used incorrectly. The section describing the ST's screen memory is especially bad. Their music-playing code has serious basic deficiencies, as well. One of the elementary principles of ST MIDI programming is that the mouse must be either disabled completely (at the interrupt level) or handled independently of TOS, or else mouse movements will severely affect the timing of your music-playing routines. The mouse interrupt code will constantly steal cycles from your MIDI processing code, and your music will sound like it's being played on a poorly lubricated Victrola. D&Y make no mention of this whatsoever. The LGF recommendation for the month of May: steer clear of Abacus' "Introduction to MIDI Programming", unless you're so starved for information about MIDI that you'll read anything.

In other book news, Sheldon Leemon has a new book about the ST, published by Compute! Books. It's called "ATARI ST: VDI", and purports to be Volume One of a series. In the next installment of The Little Green Football Stadium I'll take a closer look at this new ST reference work

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# PRESIDENT'S REPORT

Matthew J. Ratcliff

Our friend Tom Hudson will be visiting us again this year! He will be here to demonstrate his CAD 3D, Version 2.0 (which has STEREO TEK, stereo 3D viewing capabilities) and some of his latest projects. He has some nice support utilities for Degas Elite and may be selling them directly to user groups (that's us folks), so bring some loose change if you're interested.

CES is almost over for me. Not quite, because review software continues to trickle in, which I must cover in my writeup for ANALOG (which is now over 15 single spaced pages). CES always results in a huge backlog of work for me (things that should have been done BEFORE I left, and lots of review work acquired at the show). Do you want something as nifty as Print Shop for your 8bit machine? Do you need something new to play with? Check out Award Ware. It has been selling very well at Randall's Home Computers, at a low low price of only \$14.95. I haven't had much opportunity to play with it, but if Jeff says it's neat - well, he hasn't steered me wrong yet.

Greg Kopchak has drafted a letter regarding our having an Atari Fest, and sent it off to Atari. Basically, we just can't do it. We do not feel that we have the finances, or potential consumer interest to develop a show of the size and grandure Atari REQUIRES before they will assist us. We offered to hold smaller shows, like demonstrations at shopping malls. At first we would have to have volunteers, it could be a fun and educational venture - with no financial risk to the club you might enjoy talking about your favorite computer. I'm certain we'd pick up a lot of new members this way. Talk with Greg if you're interested in volunteering. Greg offered to help Atari get into the St. Louis Computer and Business and Equipment Showcase also. We had a booth there last year, and it was rather interesting. I do not know if this is an annual event, or if there will be one this year. But if there is, we will pull very hard to get Atari here and get some good press for the company and our club. I think the decision NOT to sponsor an AtariFest, and the two alternatives proposed above, are all very WISE ones. It would be better for us not to have a show at all than to sponsor one and have a poor showing. My special thanks to Greg for all

his efforts in this matter!

What happened to our 8bit spirit? I was really psyched up about the new XE Game System (XEGAS) last month, weren't you? . Our club is still made up of over 50% 8bit Atarians, but our newsletter coverage has dwindled to practically nill. This is not the fault of the club officers! We can't generate all the 8bit interest for the club, it has to come from YOU who still use these machines daily. Due to my commitments at ANALOG, I have NOT the time to develop tutorials, utilities, and other programs for the 8bit Atari. In fact, with all the review work piled up here, I don't even have time to program the ST any more - which is depressing, since the better I learn to program the ST with Megamax C, the better I can develop C code for our 68000 based computer system at work. I'll get caught up SOME DAY.

The point is, we need some more motivated people to keep the XE systems vital. Don't be so shy, write something for the newsletter. Everyone in the club has an Atari, and most of those computers are used daily - and each is used differently. It would be very interesting to see articles which simply say "What I used my Atari for today was ....". I'm sure there will be a lot of similarities, but also a lot of unique differences. And those differences will spawn some new ways of thinking in others, generate new ideas, and new topics of interest and discussion. Write an article and send it to me: Mat\*Mat, c/o P.O. Box 6783, St Louis, Mo 63144. I'll edit it so you LOOK GOOD, if you're worried that your work isn't good enough -- any contribution is worth considering for this newsletter. Please send in the articles!



# Ratty's Rap

MATTHEW J.W. RATCLIFF

July 1987

Since CES, all I've been doing is studying press releases and working on the CES article for ANALOG. There is a LOT of information here to digest, many new things going on for the ST - but the XE realm, outside of Atari's own corridors, is very quiet. The review software I did get for the XE systems was typically two to 5 years old (yes 5, one NEW REVIEW copy of a program with a copyright of 1982 in it!). The only ROSE in a field of raggedy old dandylions was Award Ware from High Tech Expressions. It is very similar to Certificate Maker from Springboard Publishing (which is available for the ST Atari only, not the XE). Award Ware is actually more flexible in allowing you to cut and paste certain page layouts - something Certificate Maker doesn't. Award Ware supports a lot of printers, even the Epson LQ800 (Nec P6) 24 pin printer. The program even has its own integral printer driver construction utility.

With the introduction of the XEGAS (XE Game System) cartridge software will make a comeback for the XE systems. This is good fortune for us indeed. We will finally see some new software, and releases of Atari cartridge classics (Star Raiders, Missile Command, etc.). For relative newcomers to the Atari 8bit computers, these classics will be NEW to them - since they have been out of production for some time. Since cartridges, with Atari's new bank switch technology (which allows a cartridge to go all the way up to 256K bytes), are tough to pirate, maybe more 3rd parties will license their code to Atari to publish in ROM form. I'm hopeful that we will see Ballblazer (a FANTASTIC game, terribly underrated) and Rescue on Fractalus in cartridges by the end of '87. Battlezone is being developed for XEGAS too!

Atari was very excited over the fact that they sold 100,000 units, XE computers, to Poland. Insiders tell me that if Atari is so excited over such a

relatively small sale (Osborne used to sell that many computers every month), then the 8bit product line must be in real trouble! If the XEGAS doesn't take off and sell like hotcakes against the movin' machines, Nintendo and Sega home game systems, the XE line may disappear soon. Do yourself a favor and invest in the future of your 8bit computer, go out and buy a program today. Do you have any pirated programs? Reformat the disks. Do you have any pirated programs that you use frequently? If so, reformat the disks and purchase legit copies! Please! If the XE product line dies while you have pirated software in your library, you can tell yourself, "I helped do that." Me? If the 8bit Atari computers go away, so do I. I've got my eye on a nice little PC AT compatible. I don't want to defect, but it seems to be one of the few machines around that still has a future.

Enough with the gloom and doom, the rest of this article is for the ST folks out there. The "thing" to do with games these days seems to be simulate submarines. Why I don't know, but Microprose has Silent Service out. Epyx has just sent me Sub Battle, which can simulate any U.S. Navy or German U-Boats during any year from 1939 through 1945. Then there is Gato, one of the earliest sub hunt games, a classic on many - newly ported to the ST.

Now the race to the next generation is on. Microprose has been moving toward it for some time now, with F 15 Strike Eagle, for example. The next generation of gameware for the ST will be geared toward simulating modern warfare technology, nuclear submarines, advanced fighting aircraft and helicopters. There is a book out that you must read, Hunt for the Red October. This is a finely crafted tale by Tom Clancy, that weaves an intricate web of international struggles between the US and Soviet Union while one man and his submarine, the Red October, attempt to



## ***Ratty's Rap... continued***

defect to the US. This book is so highly detailed and technically accurate, that the author was said to have been debriefed by the White House. This best seller was the FIRST work of Tom Clancy, the insurance salesman.

Well, his next book is out now (hard cover), Red Storm Rising. It will be out in paper back form this August. It is another epic tale that will have you rivited to its pages so much that you may not turn on your computer for weeks .... nahhhh, but a while maybe. Microprose had a large poster of the Red Storm Rising book cover at its CES booth. Sid Meyer is working closely with Tom Clancy and the principal technical consultant for the book, Larry Bond, to make a computerized simulation of the entire book! Only in the game, you will get to move the pieces of the puzzle, control the outcome. Microprose isn't the only one getting into the "nuclear age" of simulations either. Trust me, there are many more goodies coming in the next year that will obsolete all these old stuffy World War II simulations.

With all the review work, staring at me across this cluttered desk, I don't have time to ramble on about more of the latest. One final point of interest however; Sam Tramiel told me (as well as Lee Pappas, D.F. Scott, and Art Leyenberger) that the "MEGA STs are on a boat right now, somewhere between here and Taiwan." Take it for what it's worth. (Last time a delivery was real late, we heard some baloney about a few boats getting tied up because of the military coup in the Phillipenes!?) Happy Hacking!  
Mat\**Rat*

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# Veeps Bleeps

words of questionable wisdom  
from a big ATARI fan

Well HALF way thru the year, the first half left lots to be desired. It seems as this year everyone involved has been busier than usual. I personally am going to try and pay more attention to detail the rest of the year. The meetings are hopefully going to be a little more interesting and diverse. I have a list of volunteers for demos and articles on databases, spread sheets and word processors. You will all be receiving calls in the near future.

JULY: Well just to prove a point, we are going to start off the second half of the year with a GREAT meeting. Our guest will be TOM HUDSON (Degas, Degas Elite, CAD 3D and many other great hits both 8 and 16 bit). Tom will be demo'ing CAD 3D version 2.0 for us. He will also be showing us some new utility programs he has been working on recently. Tom always provides us with a great demo and some particularly keen insight into Atari itself. Please make an effort to attend this meeting, bring a freind with you. Tom always makes the Atari look good. I would appreciate it if you could spread the word about the meeting, it should be great.

AUGUST: Hopefully the August meeting will be the first of our Applications meetings. I will give you a line up of the fall meetings in the next newsletter. If you would like to add your name to the list of possible demos, please do! We don't require Einstien, just show us how you use your computer.

THE FUTURE: We need input, like always. The officers have had some discussions on the 8 bit demos. It is getting harder and harder to schedule them without some input on whats new and what you want to see! We WANT TO put on meetings for the entire group. If you are interested in 8 bit demos, tell us what they are!!! We wish to present BALANCED meetings. Please corner me, or one of the other officers at meetings and tell us whats new or what you would like to see. If you have a pet program you would like to share, tell us and we will make time for you. have you written a program lately? If so, lets share it with your fellow users.

SIGS: We need to either get the SIG attendance up a little or just meet every other month, sigs are great if you have a specific interest, they are smaller meetings, with a specific meeting topic every month. We need to get more participation from everyone in the form of attendance. Meetings are planned and held and someone has to go thru all the motions whether you attend or not, so lets make an effort to make them worthwhile.

TELEPHONE RECORDER: The recorder will be on a new number for the next month or until we let you know. The new number will be: 314-644-7168, the club recorder will be online and have information about the meetings and sig meetings. Feel free to call it and leave messages for any of the club officers.

**Well you sat thru it, congradulations, see  
you at the meeting: JULY 1st, 7PM**



## The 8 Bits Still Live

By Jim Woodward  
President of the  
Atari Computer Club of the Palm Beaches

The resurgence of ATARI Corp. is bringing lots of new software for the 8 bit owner. Several companies have released new software, will soon be releasing new software, or have re-released older titles.

MINDSCAPE has announced that they will be releasing ATARI versions of several versions of several of their biggest sellers from last year. They are:

"INFILTRATOR", a tongue-in-cheek helicopter rescue game by Chris Gray. (Trivia questions: 1. What was Chris Gray's first program? 2. How old was he when he wrote it? Answers at the end of the column.) In this one, you play Johnny "Jimbo Baby" McGibbits, a combination rock star, surgeon, helicopter pilot and all around swell guy who flies the most advanced helicopter ever built. This was a very big hit on the Commodore, Apple and IBM computers last year. "Bop 'N' Wrestle", a game where one or two players compete inside the 'squared circle'. Though the wrestlers aren't from real life, they very well could be. This game was also a big seller for the Commodore, Apple and IBM computers.

From Hi-Tech Expressions (makers of Heart, Card, Party and Jingle Ware) comes "Award Ware", which produces certificates, tickets and more. Another feature of this company is their low prices; none of these programs is over \$15.00

Firebird has released "Mach-2", an F-15 simulator. This one looks to be a big seller, especially at \$25.00

Electronic Arts will soon be releasing a new and improved version of "Ultima I". The original was done in BASIC, this one is in machine language to speed it up and improve sound and graphics.

"The Coveted Mirror" will soon be released by Penguin/Polarware. This one is in the same vein as "Transylvania" and its sequel, "the Crimson Crown".

S.S.I. has released "WARSHIP", a WWII battle simulator. Also coming soon is "Phantasie".

Sub Logic will soon be releasing the "Flight Simulator Scenery Disk Set". This is scenery disks 1-6 in one package. Also due soon are the "San Francisco Star Scenery Disk", which features the Bay area, and "Scenery Disk 7", which features the area from Florida to Washington D.C.

Due soon from InfoCom is "Hollywood Hi-Jinx", a mystery based in Tinsletown. As a relative of the late producer, Buddy Burbank, you must solve this murder mystery.

Adavantage a division of Accolade, has released "Spy vs Spy I & II". Both games for \$15.00

Datasoft will soon be releasing Atari versions of "221b Baker St", based on Sherlock Holmes, "Gunslinger", a western adventure and "Home Video Title Shop"

Be patient 8-bit owners! Keep sending those cards & letters to the software companies! Let them know that the 8 bit Atari isn't dead and that the owners want good new software. Then BUY the software when it comes out. There is no bigger vote for the life of the 8 bit software than large software sales figures.

(Trivia Question answers): Chris Gray and Peter Lepica wrote "Boulder Dash". Chris was a whopping 13 years old at the time.)

Reprinted from the April 1987 issue of Pokey Press, the newsletter of the Atari Computer Club of the Palm Beaches.



# ANTIC - ANALOG ON MAGAZINE FILES and PD

**Reprinted from the  
Feb 1987 issue of MACE**

December 9th, 1986

Dear Mr Sturza:

It has come to our Attention that one of your user group's bulletin board systems, M.A.C.E. West, has programs in its download section previously published in ANTIC. These programs are covered by United States copyright laws and are therefore not public domain.

We are notifying you of this because we are sure that a respected users group like M.A.C.E. would not want pirated software on its BBS, and we request that you remove it as soon as possible.

Thank You. Sincerely,

James Capparell  
Publisher  
Antic Publishing, Inc.  
524 Second Street  
San Francisco, CA 94107  
(415) 957-0887

This is a letter printed in another User Group newsletter. Since we have had some recent discussions about the programs out of the Atari Magazines, I thought I would give what seems to be the definitive stance of Antic and Analog. The next letter was sent to the M.A.C.E. (Michigan Atari Computer Enthusiasts) in response to the ANTIC letter of December.

**Reprinted from the June  
1987 MACE Journal**

February 13, 1987

Dear Mr Sibthorpe,

I read with interest James Capparell's letter in your Feb issue and the response it elicited. It has always amazed me that most computer publications insist on alienating their subscribers by forcing them to type in programs or purchase a disk. It was gratifying to see that your members appreciate our stance on this issue; it's easy to take for granted a service of this type, to just ASSUME magazine programs are Public Domain.

Our policy of allowing software to be placed on BBSs one month after publication certainly results in a small loss of income, but we feel that we are, first, a magazine publisher, and the purchase of a magazine entitles you to the programs it contains. Forcing readers to pound at a keyboard for hours seems to me, counterproductive, and frequently results in a lot of 'bad programs' (due to typing errors) to be circulated.

However I do feel a need to leap to the defense of other magazines who do not share ANALOG's philosophy. They are entitled to protect their property, and are doing nothing wrong, legally or morally, when they insist that their readers uphold that protection. ANALOG is, I believe, unique among magazines with regard to our software. WE are the ones who are out of step. Much to your benefit.

The staff of ANALOG would like to thank you for your support. We are proud to bring you the best ATARI publication anywhere, and promise that we will continue to do so in years to come.

Clayton Walnum - Technical Editor



# ST DISK LIBRARY - DISK 003

Reviewed by Dick Peterson

This disk can be especially useful to Basic programmers in that it contains numerous programming examples, demonstrations, and some full featured programs for your inspection. The basic is the issue ST Basic (there's a copy on the disk). There is even a special tiny basic with full documentation for those of you who are language buffs. You say you're not a programmer? There are still a few programs here that may be of interest. Read on.

## THE FILES

BIOR.BAS - This is a Biorythm program. You enter your birth date and then the date you want plotted. The program then plots your Intellectual, Physical, and Emotional Cycles. What are Biorythms? The theory goes like this: From our birth to our death, we are influenced by three internal cycles. A 23-day physical cycle. A 28-day Emotional Cycle, and a 33-day Intellectual cycle. Our daily position within these cycles has a lot to do with how we feel. Your Emotional cycle affects your creativity, sensitivity, and mood, as well as your perceptions of the world and yourself. Your Intellectual cycle helps regulate your memory, alertness, receptivity to knowledge and the logical and analytical functions of your mind. Your Physical Cycle affects your strength, coordination, speed, physiology and your resistance to disease. Basically, your daily position in your physical cycle has a lot to do with whether you're full of pep or feel lazy. The program will plot an 'S' curve against a bold horizontal line - half above the line and half below. Three vertical lines are then placed on the graph, marked "I", "P", and "E", each standing for Intellectual, Physical, and Emotional respectively. Wherever the vertical line intersects the 'S' curve is the point your cycle is at on the day plotted. But how do you read it? The horizontal or center line is the "critical line". Your days above the line are apt to be better than those below it. Further, on any day where the intersect point is crossing the "critical line", or about to, you are having a "critical" day for that cycle. On "critical" days, you are a little less sharp than you would normally be for that cycle.

Another "bad" point is a "mini-critical". This is where the plot point has reached the peak of the curve (high) or the valley (low) of a cycle and is changing to the other direction. Had a bad day? Check your Biorythms.

CHORD.BAS - Plays a series of musical chords.

CIRCLE.BAS - Draws a 9 part pie graph using GEM fill patterns.

CIRCLE1.BAS - Draws a 36 part pie graph using GEM fill patterns.

CIRCLE2.BAS - Same as CIRCLE1.BAS

CIRCLE3.BAS - Draws circles and ellipses of random size and color.

CIRCLE4.BAS - Draws circles of expanding size and gives the effect of animation.

CIRCLE5.BAS - Similar to CIRCLE4, only this program cycles through expansion and contractions several times.

CIRCLE6.BAS - Similar to CIRCLE5, only larger circles.

CLEWSO.BAS - Inspector Clew-So. Converted from 8 bit basic to the ST. An electronic "who done it". You as Inspector Clew-So, must solve the riddle of which guest murdered the Host in what room and at what time. Better take notes Inspector...

ELIPSE1.BAS - Same as CIRCLE3.BAS.

ELIPSE2.BAS - Fills a screen size ellipse with 36 segments of varying fill patterns and colors. Continuously redraws and changes patterns/colors in a counter-clockwise direction.

FILBOX1.BAS - Draws a grid of boxes on the left half of the screen and then randomly fills boxes within the grid until the screen is black.

FORCE.BAS - Calculates Force, as in Physics, on a lever or a triangle. The program displays all the components, lets you select the unknown value, then redisplay the formula as it changes to solve for the specified unknown.

GEM\_DEMO.BAS - Draws a box on the screen and places the mousepointer inside the box. Moving the pointer outside the box displays the box's screen coordinates at the point of exit. Reentering the box displays the coordinates of the entry point. Each time the pointer enters or exits the box, the pointer is changed to one of the many options available in GEM.

INTEREST1.BAS - This is a financial



calculating program with several options. It will calculate principle, interest rate, months, or payments (you give data on three, it solves for the unknown); compound interest amounts; annuity deposit; annuity withdrawal; max loan amount for several interest rates; or payment and interest for several loan amounts. Printer printouts are available on each. For example, if I want to draw \$36,000 a year when I retire, and expect to do so for 40 years, the program tells me I must deposit \$429,286.01 before I retire. Fat chance...if I had that kind of money, I'd retire now.

JOURNE.BAS - Journey to the Center of the Earth - an ST Adventure. This is another adventure where you start out in trouble. The opening lines say "I am in a ship. On a computer screen in here it says: Ship will not function -- Fribulating Gonkulator is burned out. It is obvious that the ship has brashed." You go on from there and collect treasures and get killed Numerous times. All commands must be typed in UPPER CASE. Nothing like a burned out Fribulating Gonkulator to ruin your day. That's what you get for buying foreign made parts.

MASTER.BAS - Only works in Low Resolution. The game of Mastermind. The program selects six colors and arranges them in a random sequence (which you cannot see). You have 10 tries to guess the sequence. After each guess, the program responds with information telling you if the colors selected were correct but out of sequence or if the color was not one selected. A real brain teaser.

MASTERM.BAS - Same program as MASTER.BAS with a few screen enhancements. Low Resolution only.

MATH1.BAS - Math drill; Addition and Subtraction. Gives you ten problems and scores you after entering each answer. An example problem: Add 2876 and 1424. This is not for young children, but with a pencil and paper it would be fine for 3rd or 4th grade. Low resolution only.

MATH2.BAS - The menu lists add, subtract, multiply and divide. However, the program has a bug. Any selection ends the program, so, problem one is to fix the code, then you can

practice your math. Low resolution only.

MEDEMO.BAS - Displays a circle and ellipse with varying colored segments. Next screen length vertical stripes are drawn filled with the various GEM fill patterns in random colors.

MOUSE.BAS - Prints the mouse pointers screen position when the program is run. Also reports the state of the mouse buttons (pressed or not).

MR\_SCRAT.BAS - Mr. Scratch by Clayton Walnum. An adventure game where Mr. Scratch offers you whatever you want...anything at all, in 24 hours. All you have to do is sign your name on the bottom of the form he gives you in red ink. Are you ready to barter your sole.

SBMDEMO.BAS - SBM ST, from Newel Industries (makers of the fast chip, Omni-Mon, Omni-Rod, Omni-View, and a 256K upgrade kit for the 8 bit Atari). This is a full featured sales and inventory program that is fairly sophisticated. It maintains several data base files on inventory and customers, records sales, updates inventory records and prints numerous reports.

SCROOGE.BAS - Scrooge, Version 6.1, Monthly Financial planner. This program may be handy at bill paying time. It simply records who you owe and what you paid. It then puts this information in tabular form and even offers a printout. It does not save your entries, so each time you must enter your data as bills are paid. The value is in providing an organized printout of your monthly payments for file and future reference.

ST\_CHAR.BAS - This program prints all characters in the ST character set to the screen listing the ASCII value of each.

ST\_CHECK.BAS - Analog Magazine's (you do subscribe, don't you?) ST Basic typo check program by Clayton Walnum.

TRIGFUNC.BAS - Graphically plots and demonstrates the appearance of Sine, Cosine, Tangent, Cosecant, Secant, and Cotangent.

XMAS1.BAS - The song Silver Bells

TBI68K - Li Chen Wang's 'Palo Alto Tiny Basic' for the Motorola MC68000 CPU. This is a limited featured basic that is only 7K in size. TBI68K.DOC is the documentation file describing commands, functions and rules of use, etc.



# CONNECT 7

BY STEVE FRESHLEY

The bulletin boards around the area tend to slow down a bit as the sun warms the area. But our local sysops have been taking up the slack to keep the boards rolling. While most of us are busy enjoying the sun, storage has been added to the local boards.

With the success of the BTL hard drive interface on Gateway, hard drive mania has hit. Buckskin has re-opened with 6 message bases and a 10 meg hard drive. Bob's Binary Shop and Frog should join the hard drive ranks soon, giving the area's BBS in excess of 150 megabytes of storage.

Speaking of Buckskin BBS, you might want to give Sysop Dennis a call at 776-2482. Read the messages, post one or two, and join in on the arguments. You'll have a great time, and you'll show the sysops that the time, effort, and money spent to give you a place to communicate haven't been wasted.

For those of you that post enough messages to know how the compaction routine works, you might enjoy calling the Pub. Joe Lammert has put in several novel compaction messages to give you a chuckle while you wait.

Spotlight: FLASH BBS

Sysop: Dick Pederson

Age: 41

One of the most solidly run BBS's in St. Louis is run by our club librarian, Dick Pederson. After rewriting major portions of the ForemXE program for the Sylph BBS, Dick put up Flash as a temporary replacement for Sylph when Randy had hardware problems. And then the bug bit. From that temporary board, with two floppy drives and a 130XE, Dick has expanded to four double density drives, and has recently expanded the memory on the XE to 576K. He is also one of three boards in the area running at 300/1200/2400 baud (the others are AURA and Frog).

Dick was one of the leaders in the mod war a few months ago, and produced the Back Up Command and the Read Reference Message mods. As with all the area sysops, Dick's main interest is in messages, and both his mods and the number of times you see Dick's name on other boards' message bases show it.

When not calling the other boards, or maintaining Flash, Dick is Lieutenant Colonel in the Regular Army and Chief of Personnel Services at the U.S. Army Reserve Personnel Center on Page Blvd. He runs the section that responds to inquiries on the behalf of regular and reserve Army personnel, from those on active duty to as far back as 1912.

Dick's wife, Barbara, and his 9-year old daughter, Vicki, share his interest in computers. While his daughter "took to it naturally," it took a while for his wife to become interested in them. Now he says he sometimes has to fight for keyboard time.

I asked Dick if there was anything he'd like to add to the article, and he responded with two things. He said that he appreciates the users, and doesn't mind helping new folks along (he added that he's the same as most sysops in that respect). Lastly, while originally hailing from New Jersey, Dick said that after living all over the world, he liked St. Louis the best of all the places he's been, and that it's one great city.

You can call Flash at 275-2040. And post a message. It helps keep the boards alive.



Have you been modeming along at 300 bps with your trusty old 300 Baud modem and you're ready to upgrade to the fast lane? Or does your 1200 Baud modem work well, but it's still not fast enough? Well, a 2400 Baud modem is getting cheaper every day.

The U.S. Robotics Courier 2400 Modem is one that should be considered by anyone in the market looking for a new modem. The price of \$350, mail order, may appear high compared to the \$180 you would spend for an Avatex 1200HC (1200 baud), but twice the price for twice the speed is not such a bad deal. To keep things in perspective, the Hayes 2400 Smartmodem runs from \$565 to \$665, depending on the source, for no appreciable improvement in options or reliability.

## The COURIER 2400 BAUD MODEM

This is a well made modem and the manufacturer believes in it. So much so, that it comes with a 2 year warranty; a nice change from the usual 90 days so prevalent in the computer industry.

What do you get for twice the price of an Avatex 1200HC? To begin with, you get the complete Hayes command set and then some. So, in answer to the standard question of Hayes compatibility, the Courier gets a resounding yes. But you get much more. There are a number of unique features:

**Call Duration Reporting.** The modem records the duration of your calls in hours, minutes, and seconds. This feature enables you to display and print an audit of your calling activities. You can optionally use the modem clock as a real-time clock.

**Call Progress Detection.** A new set of result codes (screen messages) lets you know when a line is busy, a person rather than a modem answered the phone, there is no dial tone, or the distant phone is ringing.

**Modem Settings Display.** The modem displays the current settings for the communications parameters, result code messages, S-registers and other operational controls.

**Help Screens.** The modem displays summaries of the command set, of the S-Register functions, and of the Dial commands.

**Repeat Command.** The modem continuously repeats a given command until instructed otherwise. This command is especially useful in dialing services whose lines are often busy and your Term program fails to provide a redial function.

**Quote Mode.** The Courier 2400 dials phone numbers you enter at the keyboard in alphabetic form, such as 1-800-DIAL USR (U.S. Robotics' Sales Department).

**Data Rate Feedback.** In addition to automatically adjusting to the baud rate of incoming calls, the Courier 2400 will automatically fall back to 1200 if the modem it is calling operates at 1200 instead of 2400.

**Adaptive Dialing.** The Courier 2400 checks the phone line to determine which type dialing is required. Touch-Tone or Pulse.

The modem comes with an excellent manual that contains a table of contents, index and glossary. Further, throughout the manual, cross references to the same or similar topic are marked and page/title references are given. For new users, there are sections on modem concepts and terminology and on solutions to problems new users often encounter.

Overall this is an excellent modem that I would recommend highly. For the last three months it has been put to the ultimate test...that of running a Bulletin Board System (FLASH 275-2040), and it has performed flawlessly. The AURA BBS has been operating off the Courier 2400 for over a year with the same perfect results.

If you want to speed up those file transfers (500 sectors at 300 baud would take 50 minutes, at 1200 25 minutes, and at 2400 12 minutes), and jump into the fast lane, then this modem is an excellent choice. The Courier 2400 gives you everything the Hayes does, and then some, for almost half



# NO ATARIFEST

A.C.E. St Louis  
Atari Computer Enthusiasts  
P.O. Box 6783  
Saint Louis, Mo 63144

June 6, 1987

Atari Corporation  
1196 Borregas Avenue  
Sunnydale, CA 94086  
Sandi Austin, User Group Coordinator

The A.C.E. St. Louis Atari Club had been approached through Mat Ratcliff concerning the possibility of holding an Atarifest in the greater St. Louis area. After weighing all of the alternatives and options open to us, we must decline your invitation at this time.

The dealer base for Atari products in the St. Louis area is very small; we question the total turnout of an event of this type in our area. Several of our officers and planning committee have also heard of financial difficulties from clubs that have had an Atarifest. For the above reasons we must decline your invitation.

A Computer and Business Showcase is held every year in St. Louis. Last year the A.C.E. User Group rented a booth and generated quite a bit of publicity and good will for our club at the event. Would Atari offer any support to us for this years event? We will need to know any support you can offer by July 15. With sufficient support by Atari we will move forward with plans for this year.

We are also investigating setting up an Atari Computer Club display and demo at a regional shopping mall this fall. What type of promotional items or P.O.S. displays are available for this type of promotion?

Sincerely yours  
The Officers of A.C.E.  
Matthew Ratcliff  
Jim Bucholtz  
Terry Shoemaker  
Don McEntee  
Greg Kopchak

cc:file

Editors Note: This is a letter that Greg Kopchak the club secretary sent to ATARI CORP about our possible involvement in a Atarifest this year. After a executive meeting and committee meeting we decided against an Atarifest. If we recieve a reply from ATARI we will be sure to print it in a future issue of the NEWSLINE





# PRINT SHOPPING



July's Print Shop disk has 125 icons. They are a combination from Jersey and Denver's Ace groups plus icons from Chet Walters, author of "Picture Plus" and the current "Words are Fun" from May's Antic disk. On the back of our icon disk are various Print Shop utilities which have been improved or debugged by Chet. These include the JACG utilities originally issued on our ACE Print Shop SLG disk no. 3 (ACE 30). Now the icon printer prints in one smooth pass and without its annoying habit of slipping out of bit graphics about every 3 pages. It also automatically adds title page headers and page numbers to each icon sheet. This utility is written for Epson and compatibles and Prowriter.

The icon name lister now gives you a choice of alphabetical or normal listing and both screen and printer options. The icon viewer has an added feature. By hitting "ESC" you can just sit back and watch the entire contents of your icon disk cycle through the picture window. No more annoying buttons to push. The "Visualizer to Icon" converter has been replaced with an icon to Graphics 7 converter and a Kaleidoscope to Graphics 8 converter. (Who owns "Visualizer", anyway?)

Chet has also included my favorite, "Designer Labels." He has fixed what I consider to be its main problem, the necessity to realign your printer head before each run of labels. You can now set it once and forget it. The edit window now has numbered lines and more fonts have been added, along with a double font option for expanded print. I quote Chet on this one: "if you read the screen carefully and follow the instructions to load a ".DBL" font, you can get double wide text on your label which is great for labeling disks". To do this, type the sequence "letter control letter" for each letter in your title. You do get a rather messy control symbol and letter combination in the edit window, but when you hit "ESC" the font shows up great! To fix this minor problem Chet would have had to do major recoding on the program. I can live with it.

Thanks to your continued interest in and contributions to the Print Shop SLG we now have 5 Club icon public domain disks in circulation. Special thanks to Wade Matthews for loaning the Denver disks and to Sandra Ankrah, who contributed graphics from Salt Lake City. We now have a good start on icon disk six. If any of you have icons you might add, call me. We need at least 20 more for a new release.

A note about icons. Due to bulletin boards and massive trading between clubs, there are a great many repeats out there in icon country. I have attempted to edit our club disks so there will be no repeats, but occasionally a few will slip through. Sorry about that! In general, however, the disks released through our club will not have the same icons on them. They may occasionally be the same subject matter drawn by different artists. I can't vouch for the originality of the icons on the disks, however. If some have been "borrowed" from commercial programs with which I am not familiar, I plead ignorance. At least they are new to me.

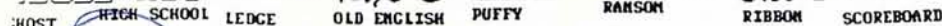
I recently got a flyer from "No Frills Software" in Nebraska. The president, who is an Atari owner, has contracted to translate Apple 3rd party Print Shop icon disks for Atari. He has three religious disks which seem excellent. Two are Jewish, with a Hebrew alphabet by Davka Graphics. The third is Donaldson's Christian symbols disk. Both are advertised in Family Computing. He also has released two original "Fonts and Borders" disks and a Print Shop icon disk. The religious disks are \$22.95, the font disks, \$19.95 and the icon disk 12.95. (See next page for samples.) He informs me that Broderbund is getting out of the 8 bit Print Shop software business. (You may have noticed that the 4th Print Shop icon disk which has a holiday theme, has not been released for Atari. Are they trying to tell us something?) We all complain that software programmers are not supporting Atari 8 bit. Here's a chance to put our money where our mouths are. "No Frills" also is interested in marketing used Atari software in good condition with docs. Their address is 800 East 23rd St., Kearney, NE 68847. Tel. (308)234-7250



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[3/4]



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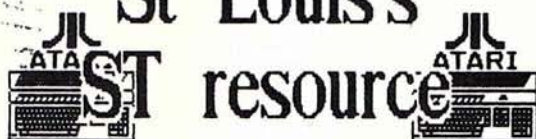
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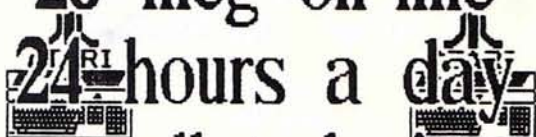
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